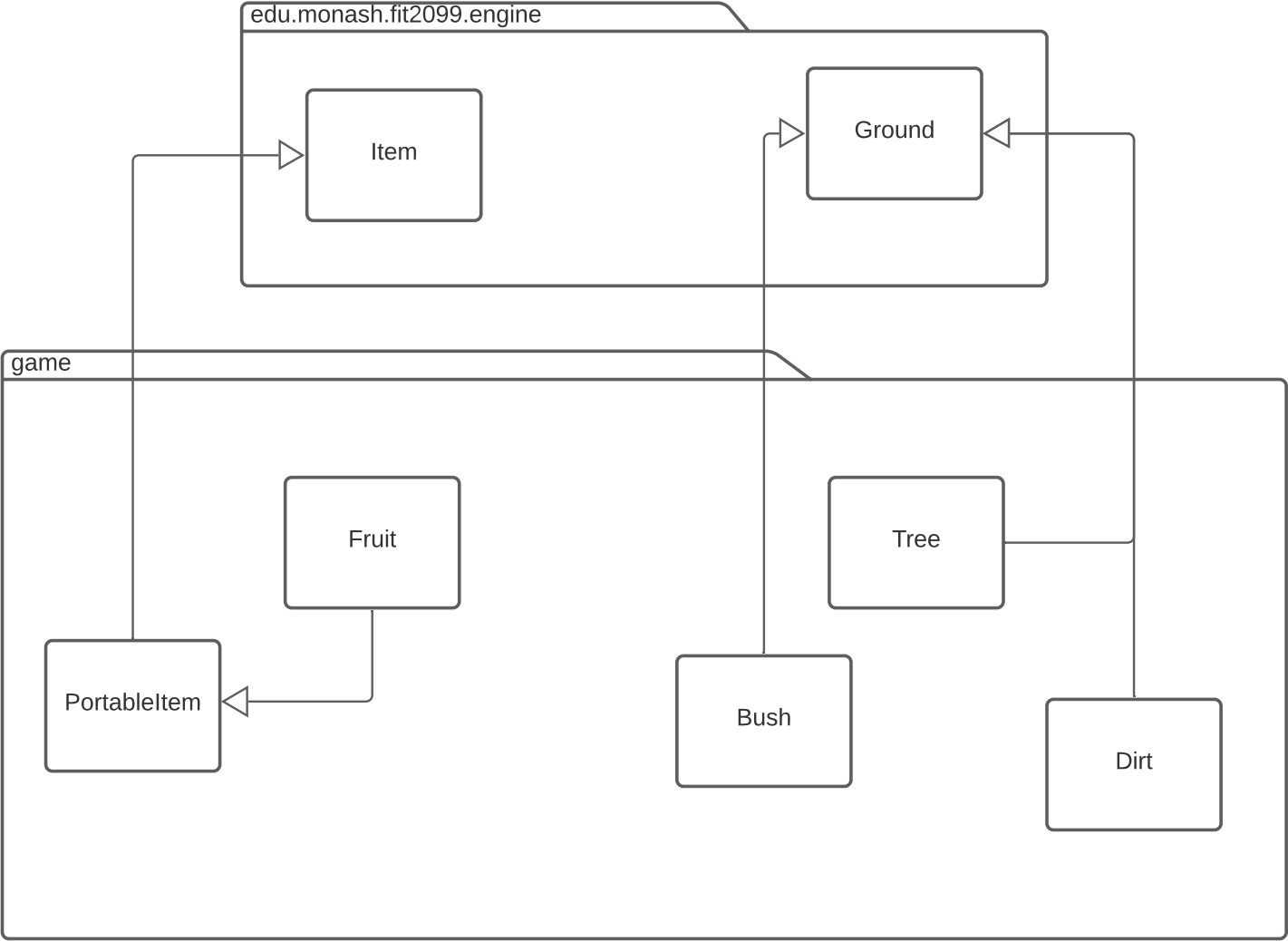
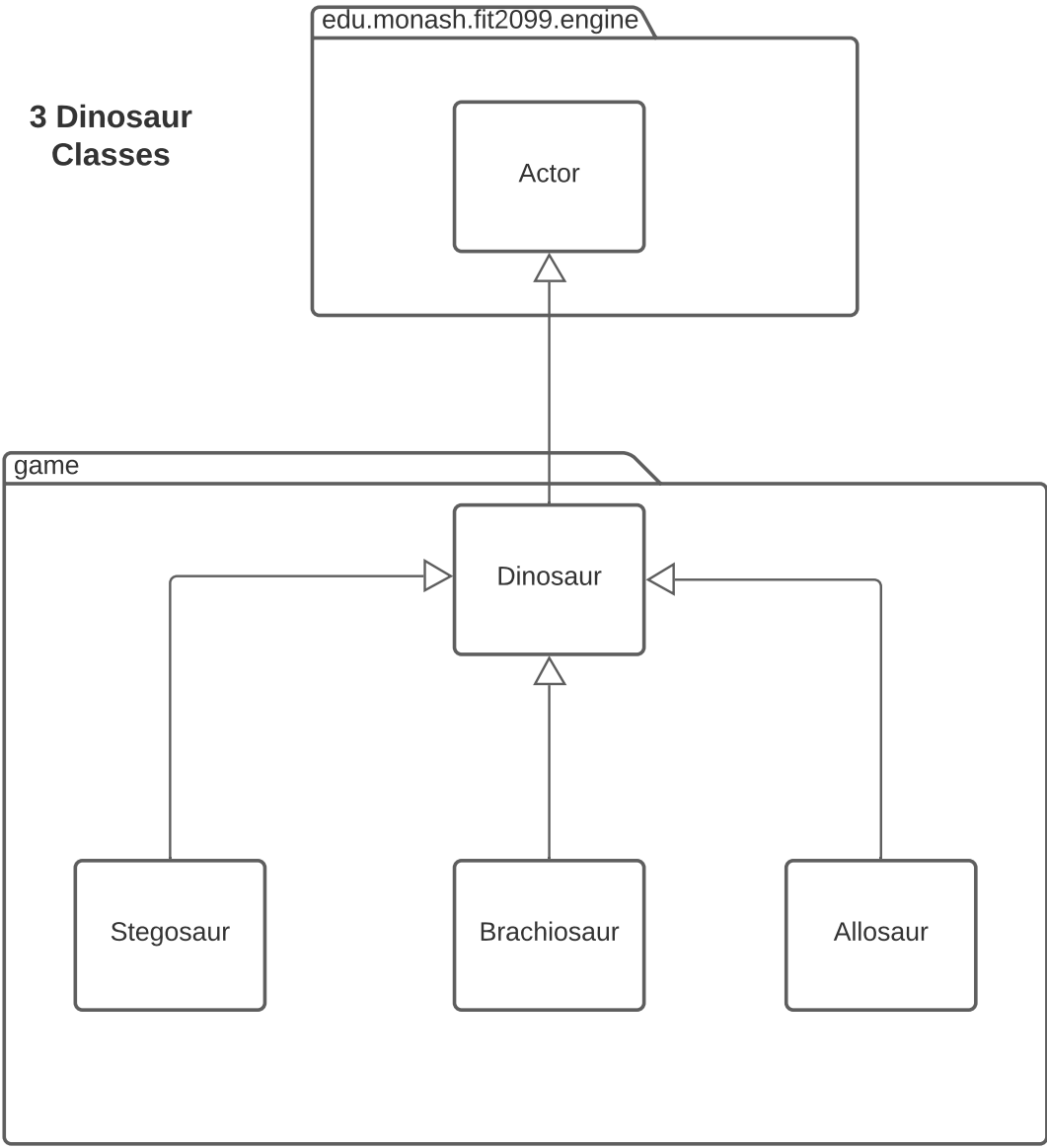


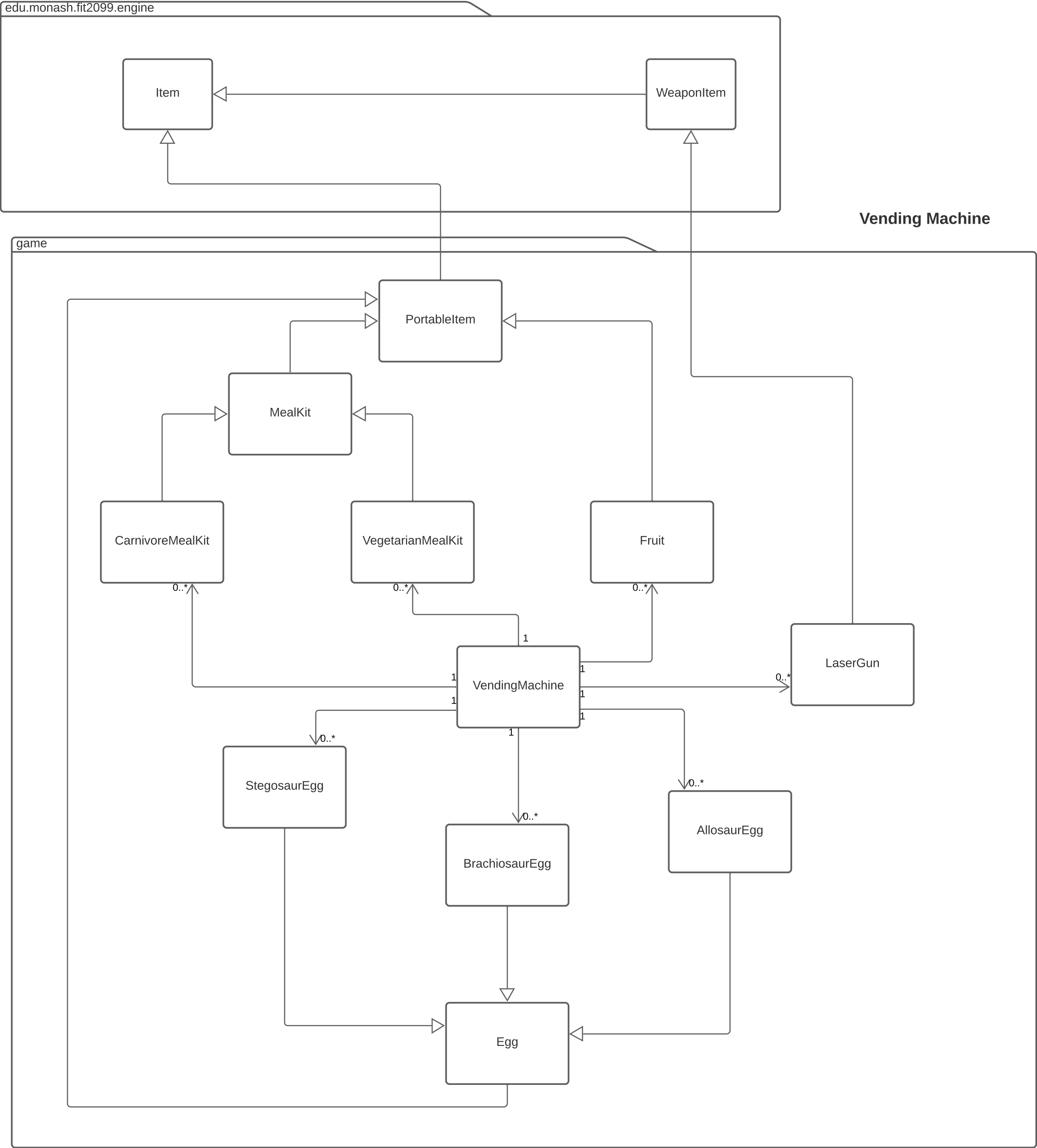
UML Class Diagrams

Items that populate the
Park GameMap



**3 Dinosaur
Classes**





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Item

Corpse

game

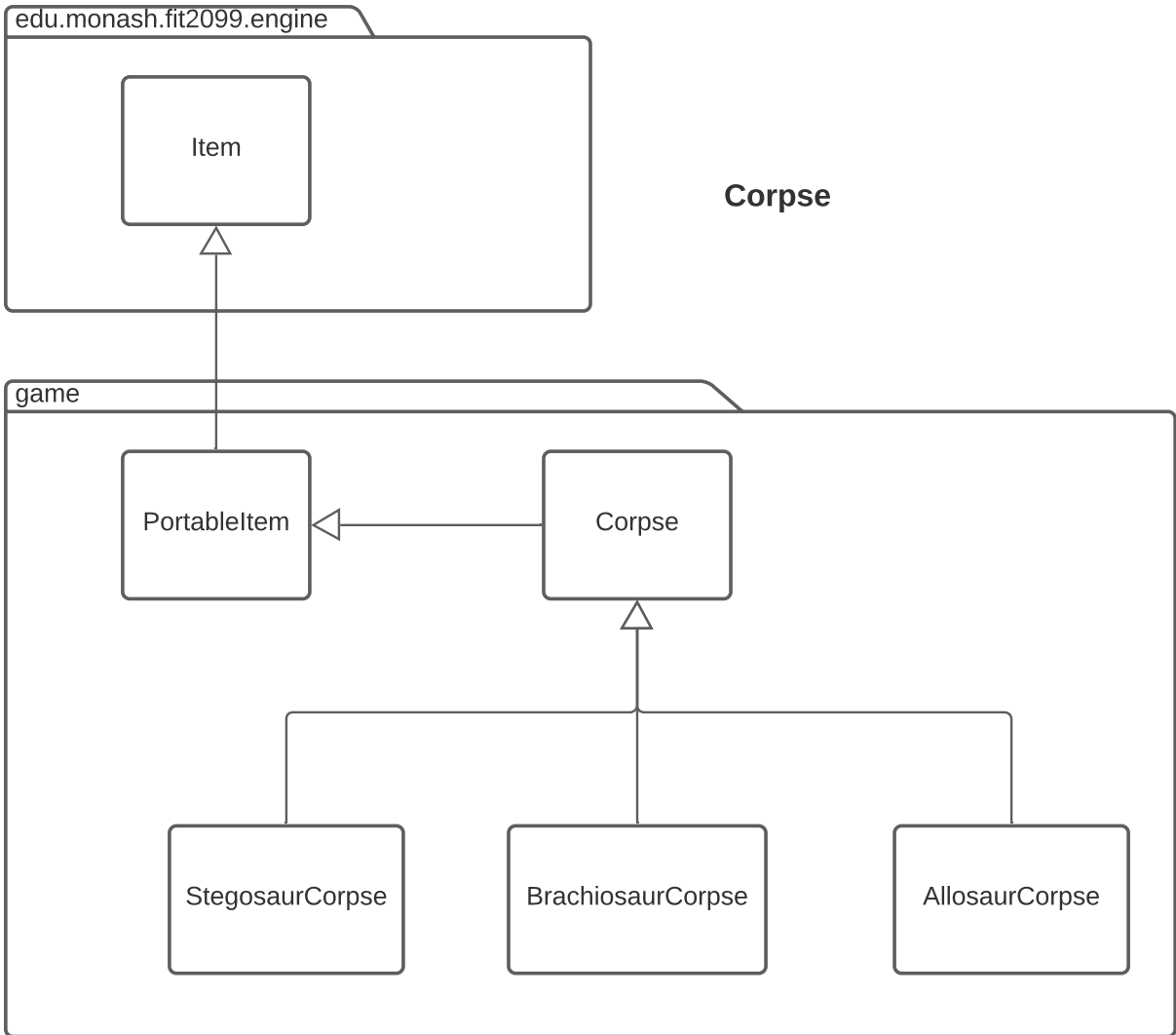
PortableItem

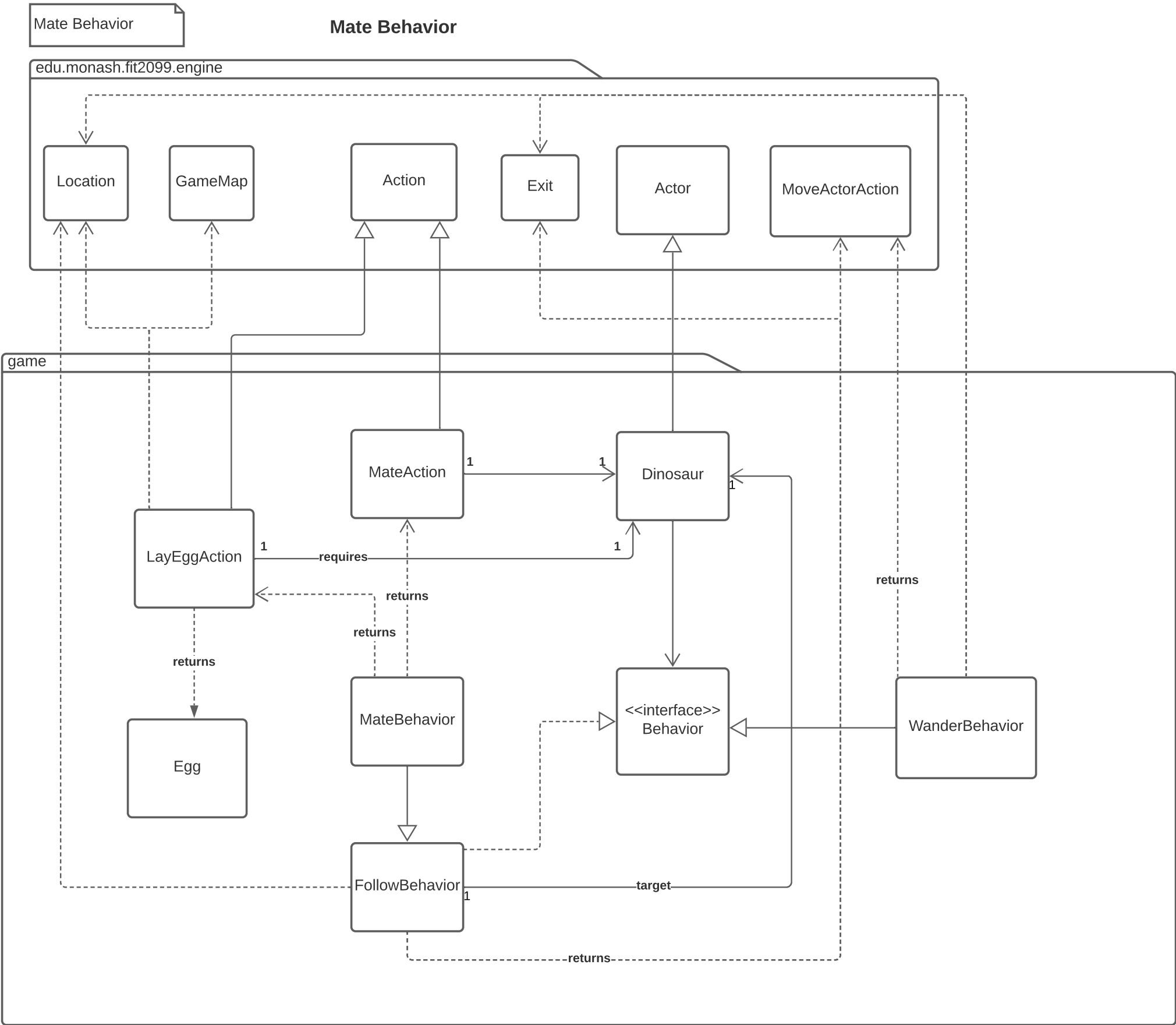
Corpse

StegosaurCorpse

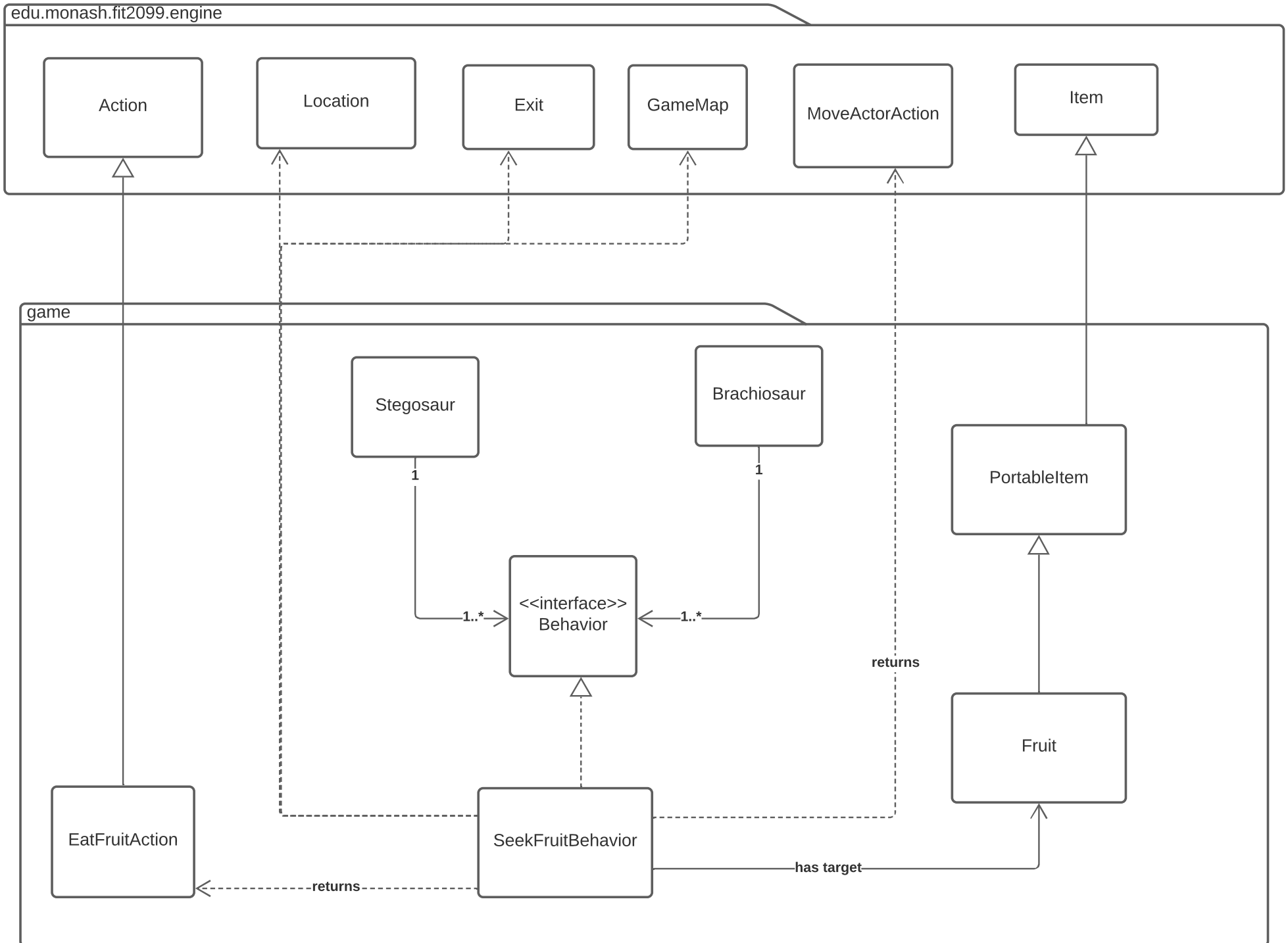
BrachiosaurCorpse

AllosaurCorpse

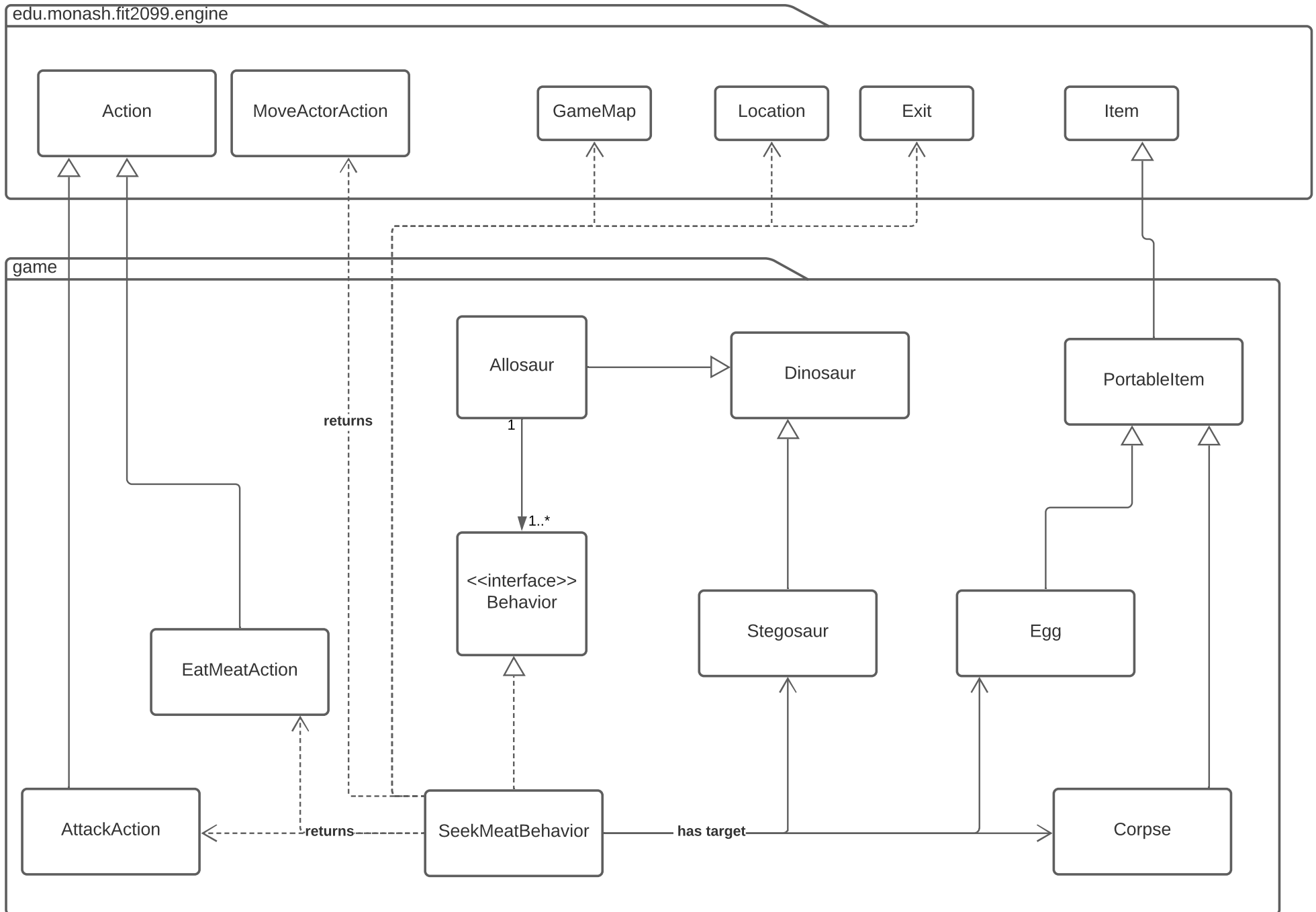


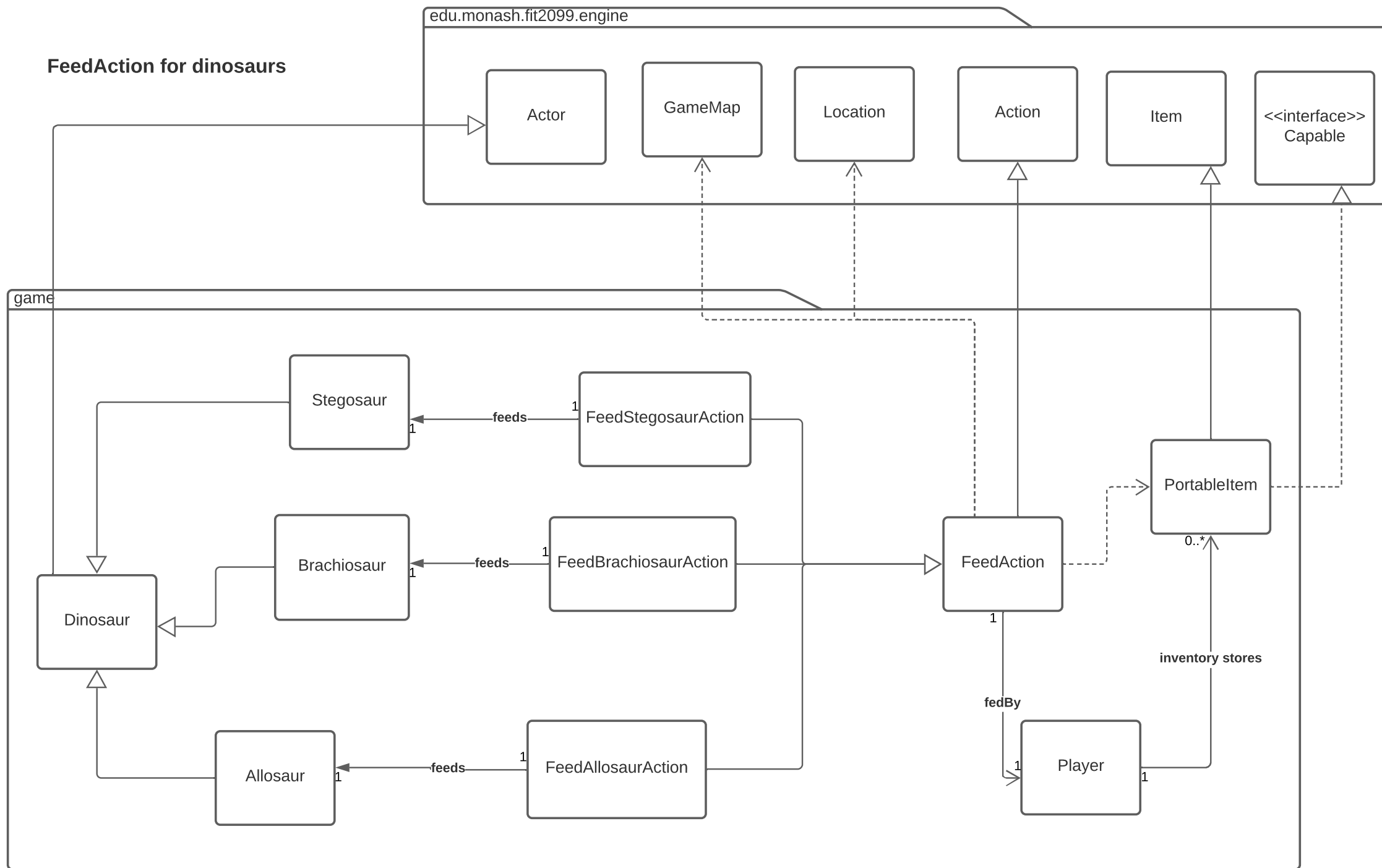


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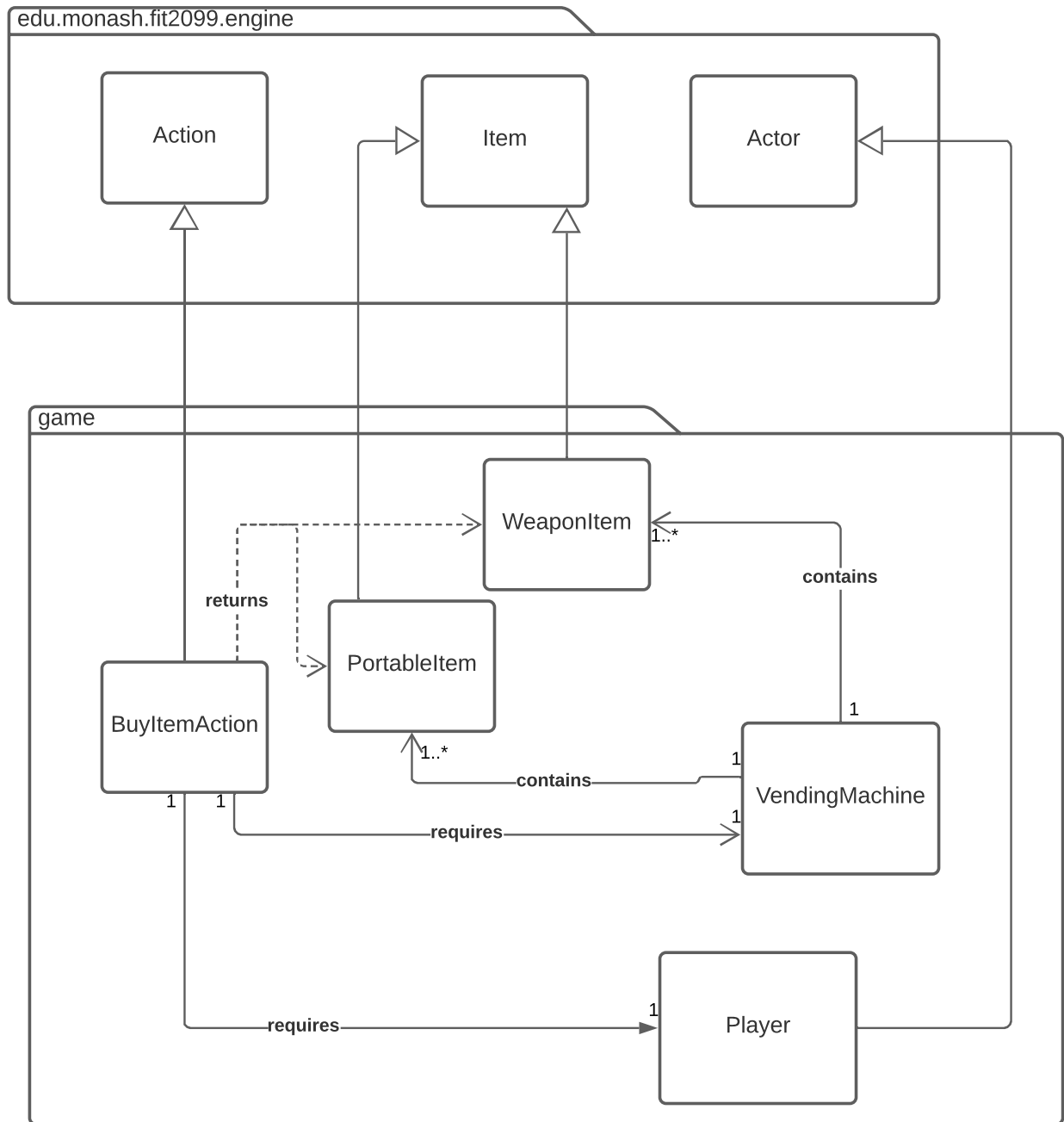


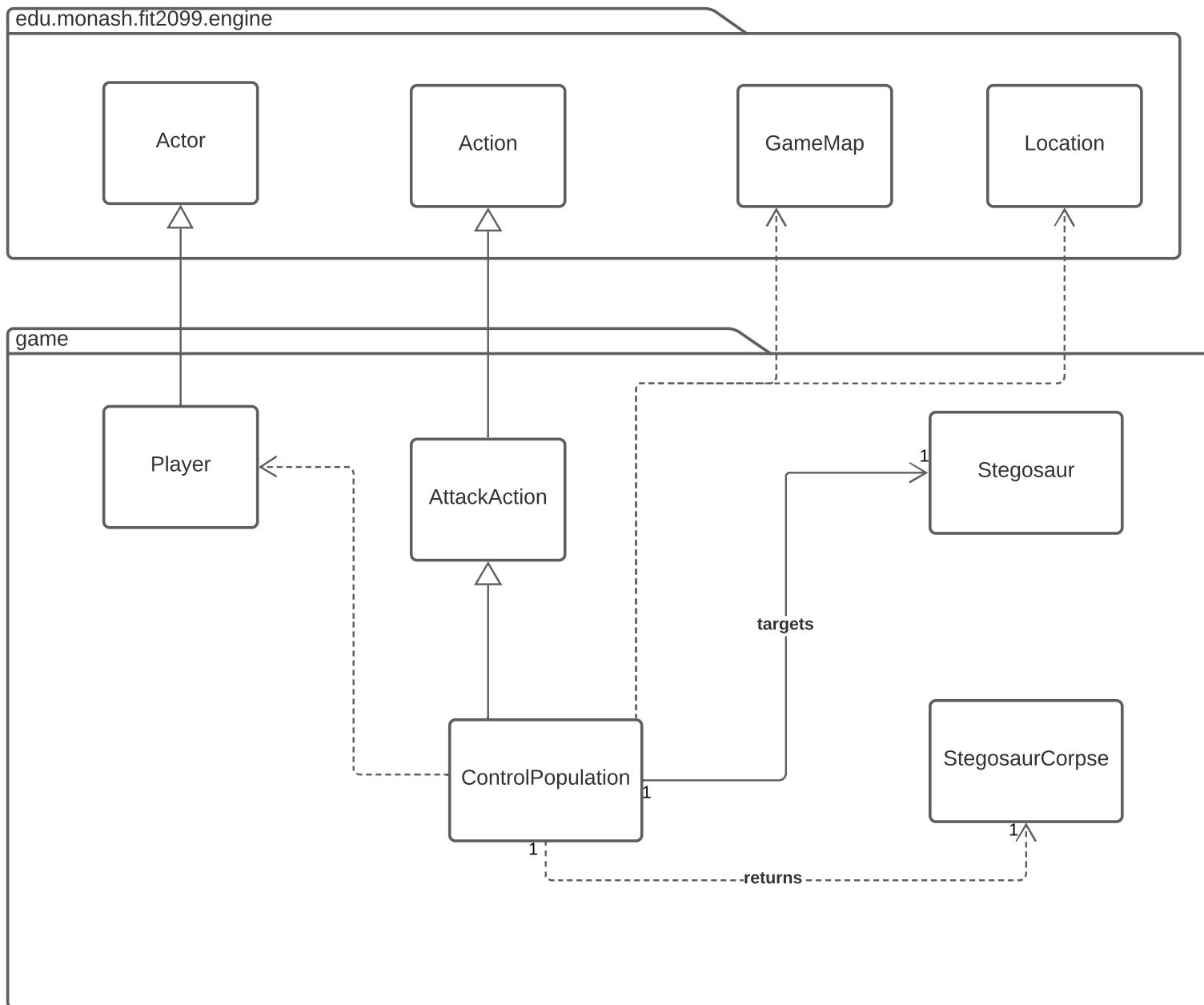
Seek Meat/Egg for Carnivore





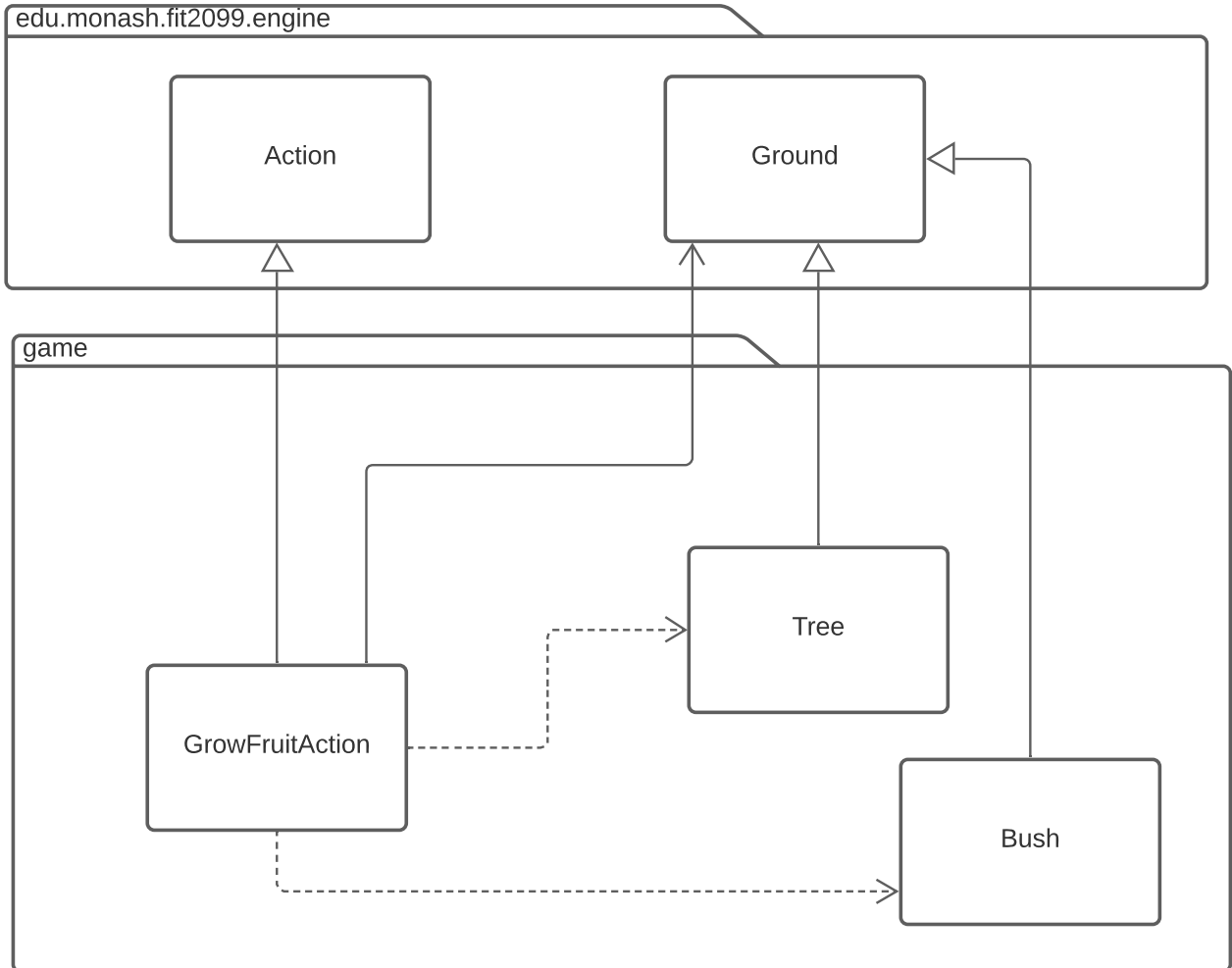
Buy Item Action from Vending Machine



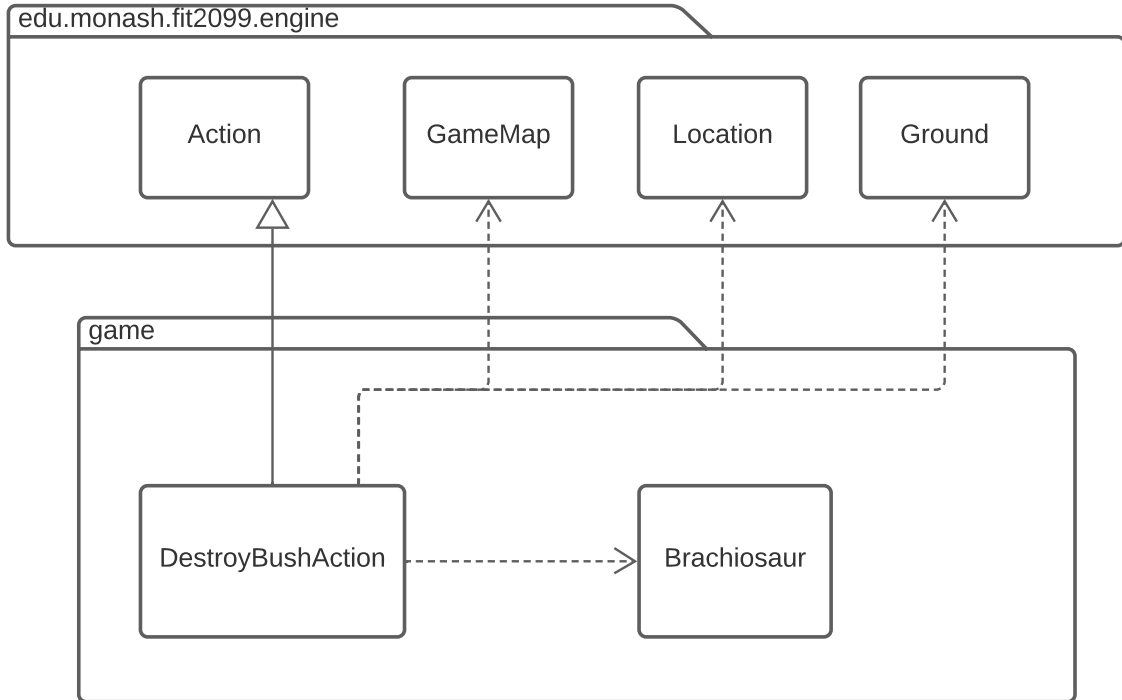


**Player attacks Stegosaur
to control its population**

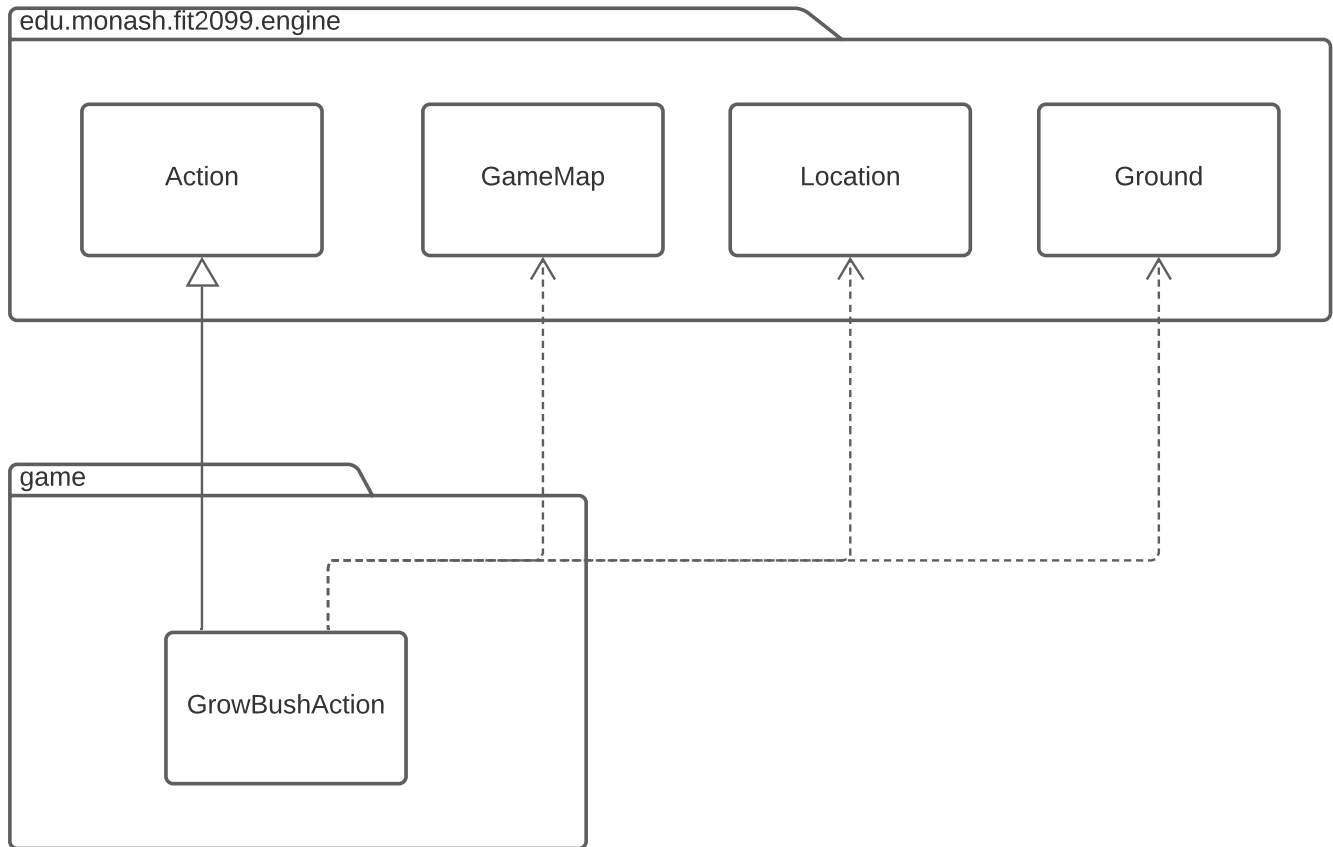
Grow Fruit Action: Grow Fruit from bush or tree



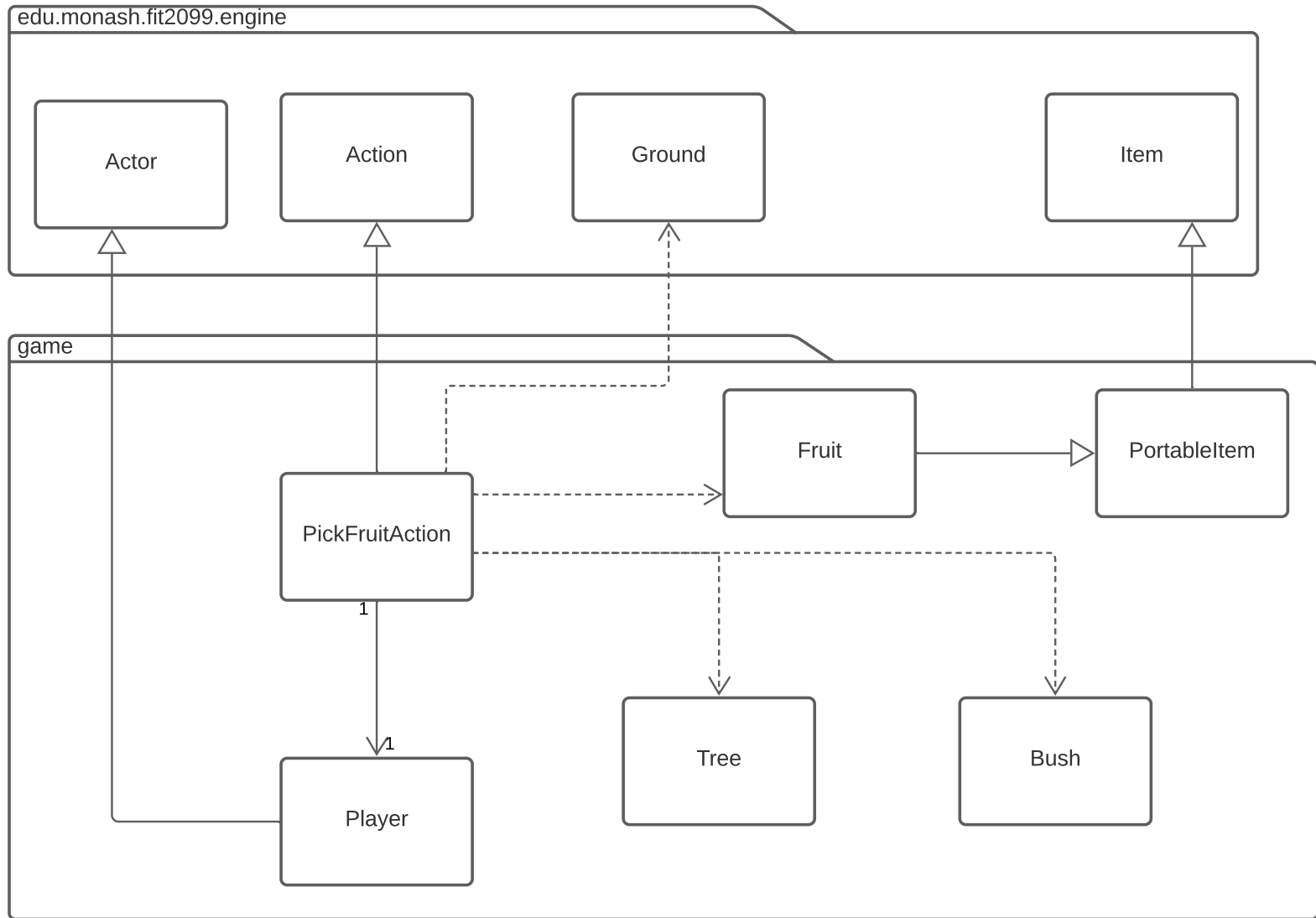
Destroy Bush Action



GrowBushAction

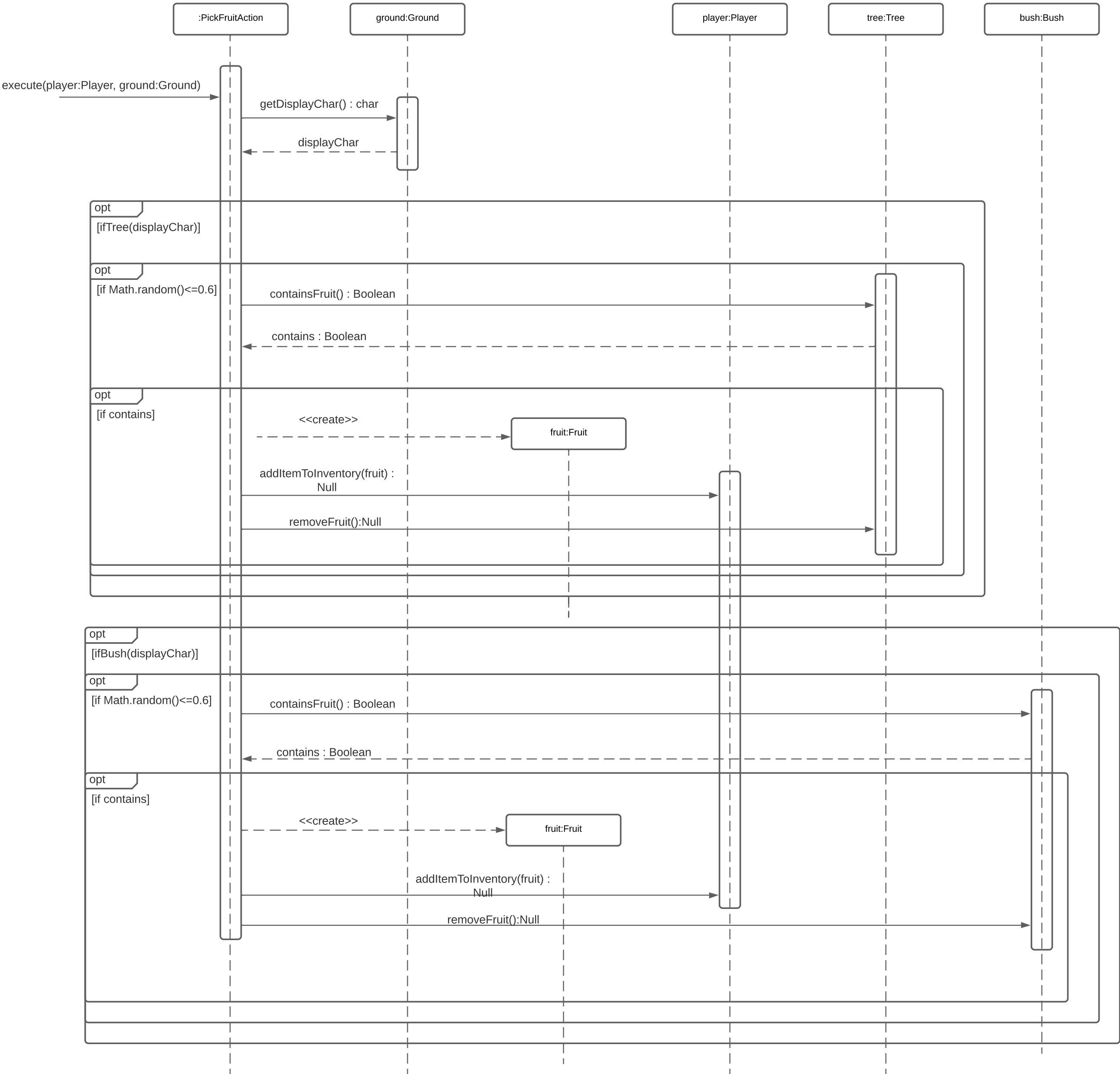


Pick Fruit Action

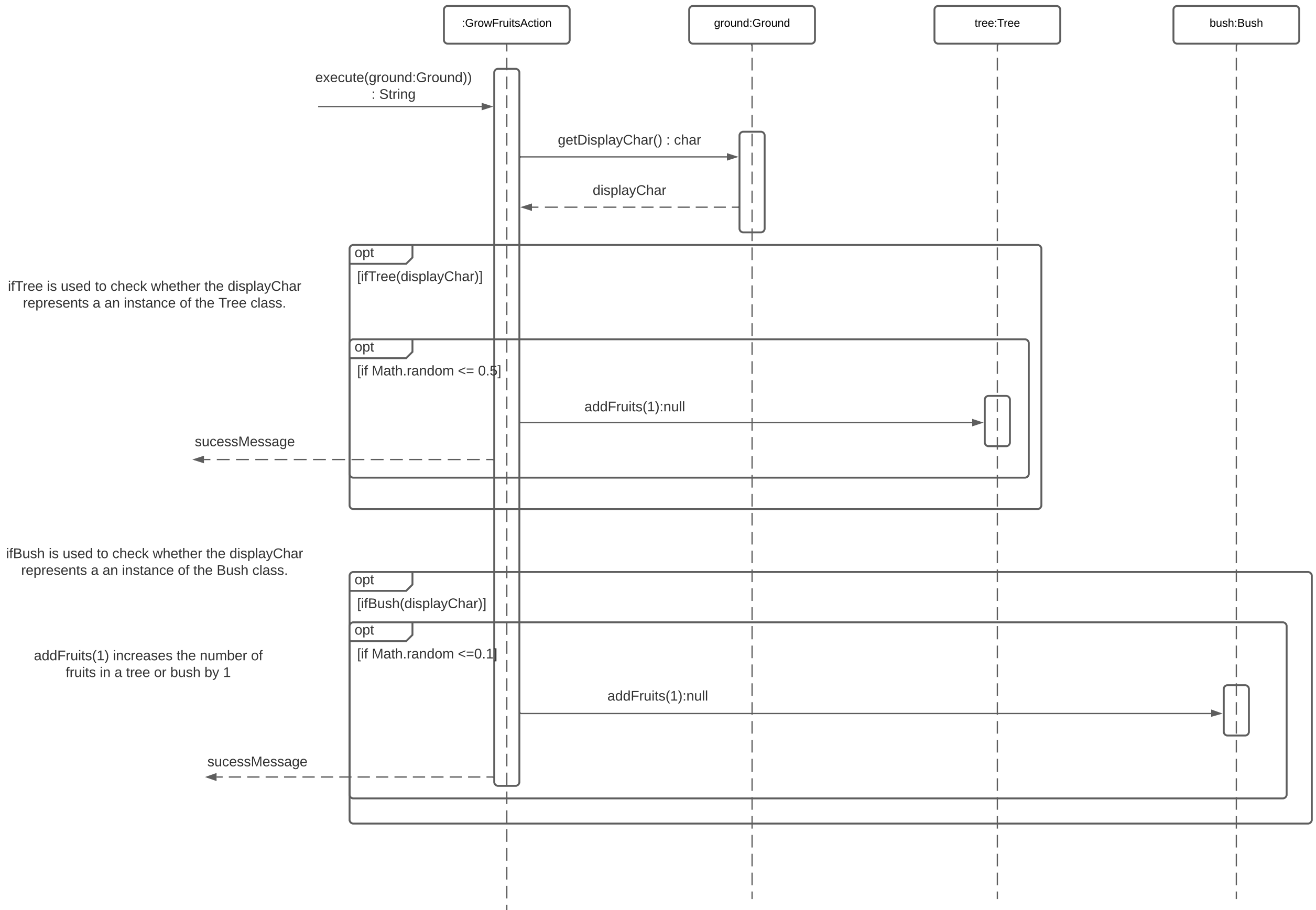


UML Interaction Diagrams

Sequence Diagram
For PickFruitAction



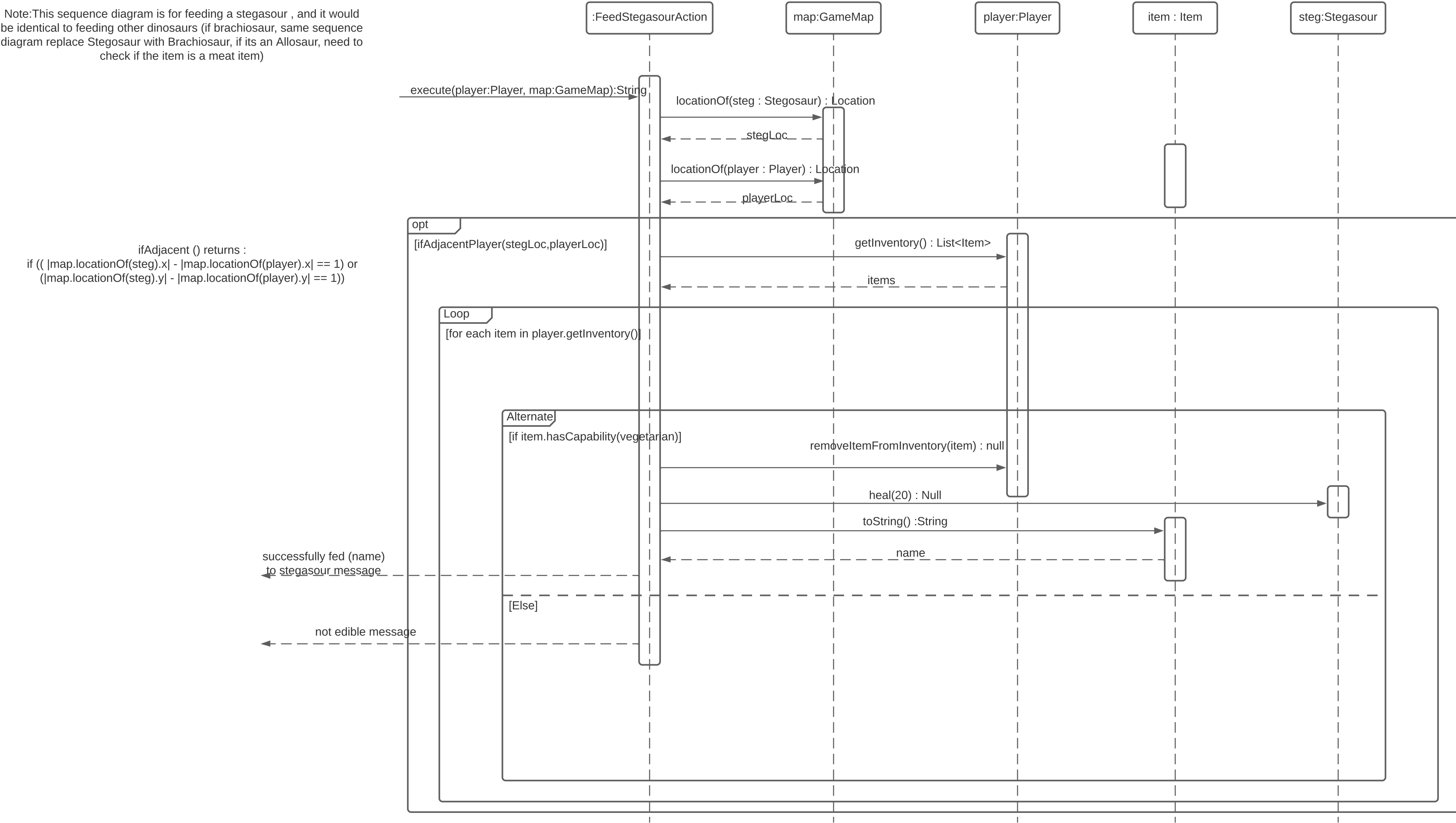
Sequence Diagram
For GrowFruitsAction



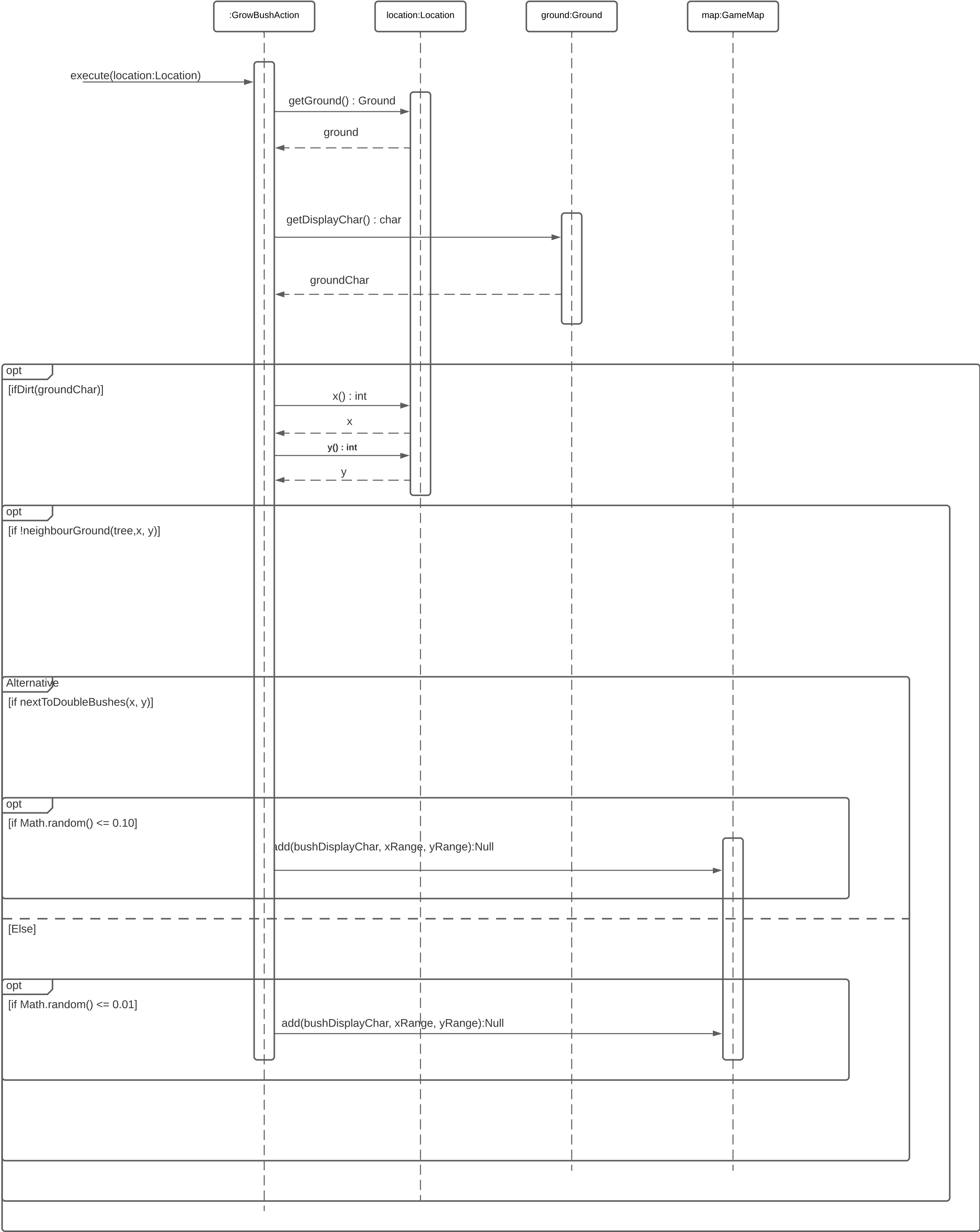
Sequence Diagram
For
FeedStegasaurAction

Note: steg is an instance variable of
FeedStegasourAction class

Note: This sequence diagram is for feeding a stegasour , and it would
be identical to feeding other dinosaurs (if brachiosaur, same sequence
diagram replace Stegosaur with Brachiosaur, if its an Allosaur, need to
check if the item is a meat item)



Sequence Diagram
For GrowBushAction



neighbourGround checks if there is a tree next to current dirt block

nextToDoubleBushes checks is current dirt bloc is next to at least 2 Bushes

Not next to two bushes

Sequence Digram for BuyItemAction

Note: buyItem is an instance variable of
BuyItemActionClass

